

Claims

- [c1] 1. A method of providing player verification for a remote gaming terminal, the method comprising:
- providing one or more gaming events at said remote gaming terminal via a first mode of communication;
 - establishing one or more acceptable criteria for verifying the identity or eligibility of a player;
 - receiving a request by a specific player at said remote gaming terminal to participate in at least one particular gaming event selected from said one or more gaming events;
 - obtaining personal information regarding said specific player from said specific player via a second mode of communication, said second mode of communication being separate from said first mode of communication;
 - verifying that said personal information regarding said specific player is adequate according to at least one of said one or more acceptable criteria; and
 - permitting said at least one particular gaming event to commence or continue.
- [c2] 2. The method of claim 1, wherein said remote gaming

terminal comprises a gaming machine.

- [c3] 3. The method of claim 1, wherein said obtaining step occurs after said receiving step.
- [c4] 4. The method of claim 1, wherein said obtaining step and said receiving step occur simultaneously.
- [c5] 5. The method of claim 1, further including the step of:
associating said request with a particular player account.
- [c6] 6. The method of claim 1, further including the step of:
determining whether said specific player is authorized to participate in said at least one particular gaming event.
- [c7] 7. The method of claim 1, further including the subsequently repeated steps of:
obtaining personal information regarding said specific player from said specific player via said second mode of communication;
verifying that said personal information regarding said specific player is adequate according to at least one of said one or more acceptable criteria; and
permitting said at least one particular gaming event to continue.

- [c8] 8. The method of claim 7, wherein said subsequently repeated steps are continuously performed.
- [c9] 9. The method of claim 7, wherein said subsequently repeated steps are performed at regular periodic intervals.
- [c10] 10. The method of claim 7, wherein said subsequently repeated steps are performed at random intervals.
- [c11] 11. The method of claim 1, wherein said personal information regarding said specific player comprises one or more visual images of the specific player.
- [c12] 12. The method of claim 11, wherein at least one of said one or more visual images of the specific player is a digitized picture.
- [c13] 13. The method of claim 11, wherein at least one of said one or more visual images of the specific player is a visual image created after said receiving step.
- [c14] 14. The method of claim 13, wherein at least one of said one or more visual images of the specific player is a live visual image.
- [c15] 15. The method of claim 1, wherein said personal information regarding said specific player comprises a current geographic location of the specific player.

[c16] 16. The method of claim 15, wherein said current geographic location of the specific player is determined by a global positioning system.

[c17] 17. he method of claim 15, wherein said current geographic location of the specific player is determined by a cellular telephone network.

[c18] 18. The method of claim 1, wherein said second mode of communication comprises a cellular telephone call.

[c19] 19. The method of claim 18, wherein said personal information regarding said specific player comprises one or more visual images of the specific player transmitted via said cellular telephone call.

[c20] 20. The method of claim 19, wherein at least one of said one or more visual images of the player is taken by a camera built into a cellular phone used for said cellular telephone call.

[c21] 21. The method of claim 20, further including the subsequently repeated steps of:

obtaining an updated visual image of the specific player via a cellular telephone call;

verifying that said updated visual image of the specific player is adequate according to at least one of said one or more acceptable criteria; and

permitting said at least one particular gaming event to continue.

[c22] 22. The method of claim 1, wherein said personal information regarding said specific player comprises one or more voice samples of the specific player.

[c23] 23. A remote gaming system adapted for accepting wagers and granting monetary awards at a remote gaming terminal, comprising:

- an electronic device adapted to provide and control one or more gaming events;

- a first communication device adapted to provide at least one of said one or more gaming events at said remote gaming terminal via a first mode of communication;

- a second communication device adapted to obtain personal information regarding a specific player at said remote gaming terminal via a second mode of communication, said second mode of communication being separate from said first mode of communication; and

- a player verification program adapted to verify whether obtained personal information regarding said specific player is adequate according to one or more acceptable criteria for verifying the identity or eligibility of a player.

- [c24] 24. The remote gaming system of claim 23, wherein said player verification program is adapted to receive an authorization signal from a third party player authentication center.
- [c25] 25. The remote gaming system of claim 23, wherein said electronic device comprises a gaming server.
- [c26] 26. The remote gaming system of claim 23, wherein said electronic device comprises a gaming machine having a master gaming controller.
- [c27] 27. The remote gaming system of claim 23, wherein said electronic device is adapted to deny the initiation or continuation of a particular gaming event when said player verification program determines that any obtained personal information is inadequate.
- [c28] 28. The remote gaming system of claim 23, wherein said player verification program is adapted to verify multiple submissions of personal information regarding said specific player during the progress of or between one or more gaming events.
- [c29] 29. The remote gaming system of claim 28, wherein said player verification program is adapted to require continuous additional submissions of personal information re-

garding said specific player during the progress of or between one or more gaming events.

- [c30] 30. The remote gaming system of claim 23, wherein said personal information regarding said specific player comprises one or more visual images of the specific player.
- [c31] 31. The remote gaming system of claim 23, wherein said personal information regarding said specific player comprises one or more voice samples of the specific player.
- [c32] 32. The remote gaming system of claim 23, wherein said personal information regarding said specific player comprises a current geographic location of the specific player.
- [c33] 33. The remote gaming system of claim 32, wherein said current geographic location of the specific player is determined by a global positioning system.
- [c34] 34. The remote gaming system of claim 32, wherein said current geographic location of the specific player is determined by a cellular telephone network.
- [c35] 35. The remote gaming system of claim 23, wherein said second mode of communication comprises a cellular telephone call.
- [c36] 36. The remote gaming system of claim 35, wherein said

personal information regarding said specific player comprises one or more visual images of the specific player transmitted via said cellular telephone call and taken by a camera built into the cellular phone used for the cellular telephone call.

[c37] 37. A remote gaming terminal player verification system, comprising:

- at least one computer server, said at least one computer server having a player verification program adapted to verify whether personal information regarding a specific player obtained at a remote gaming terminal is adequate according to one or more acceptable criteria for verifying the identity or eligibility of a player;

- one or more gaming devices in communication with said at least one computer server, wherein at least one of said one or more gaming devices is adapted to provide and control one or more gaming events;

- a first communication device in communication with said at least one computer server, wherein said first communication device is adapted to provide at least one of said one or more gaming events at said remote gaming terminal via a first mode of communication; and

- a second communication device in communication

with said at least one computer server, wherein said second communication device is adapted to obtain personal information regarding a specific player at said remote gaming terminal via a second mode of communication, said second mode of communication being separate from said first mode of communication.

[c38] 38. The remote gaming terminal player verification system of claim 37, wherein said player verification program is adapted to receive an authorization signal from a third party player authentication center.

[c39] 39. The remote gaming terminal player verification system of claim 37, wherein at least one of said one or more gaming devices comprises a gaming machine.

[c40] 40. The remote gaming terminal player verification system of claim 37, wherein said at least one computer server is adapted to deny the initiation or continuation of a particular gaming event when said player verification program determines that any obtained personal information is inadequate.

[c41] 41. The remote gaming terminal player verification system of claim 37, wherein said player verification program is adapted to verify multiple submissions of personal in-

formation regarding said specific player during the progress of or between one or more gaming events.

[c42] 42. The remote gaming terminal player verification system of claim 41, wherein said player verification program is adapted to require continuous additional submissions of personal information regarding said specific player during the progress of or between one or more gaming events.

[c43] 43. The remote gaming terminal player verification system of claim 37, wherein said personal information regarding said specific player comprises one or more visual images of the specific player.

[c44] 44. The remote gaming terminal player verification system of claim 37, wherein said personal information regarding said specific player comprises one or more voice samples of the specific player.

[c45] 45. The remote gaming terminal player verification system of claim 37, wherein said personal information regarding said specific player comprises a current geographic location of the specific player.

[c46] 46. The remote gaming terminal player verification system of claim 45, wherein said current geographic location of the specific player is determined by a global posi-

tioning system.

- [c47] 47. The remote gaming terminal player verification system of claim 45, wherein said current geographic location of the specific player is determined by a cellular telephone network.
- [c48] 48. The remote gaming terminal player verification system of claim 37, wherein said second mode of communication comprises a cellular telephone call.
- [c49] 49. The remote gaming terminal player verification system of claim 48, wherein said personal information regarding said specific player comprises one or more visual images of the specific player transmitted via said cellular telephone call and taken by a camera built into the cellular phone used for the cellular telephone call.
- [c50] 50. The remote gaming terminal player verification system of claim 37, further comprising:
 - at least one database, said at least one database containing specific personal information data with respect to a plurality of players.
- [c51] 51. The remote gaming terminal player verification system of claim 50, wherein said player verification program is adapted to compare personal information regarding a specific player obtained at said remote gaming terminal

to specific personal information data corresponding to that specific player that is contained within said at least one database.

[c52] 52. The remote gaming terminal player verification system of claim 37, wherein access to a gaming event is denied or restricted with respect to said specific player due to an implemented harm minimization measure.

[c53] 53. The remote gaming terminal player verification system of claim 37, wherein said system is adapted to provide one or more harm minimization measures at said remote gaming terminal.

[c54] 54. A method of providing player verification for a remote gaming terminal, the method comprising:

- (a) providing one or more gaming events at said remote gaming terminal via a first mode of communication;
- (b) establishing one or more acceptable criteria for verifying the identity or eligibility of a player;
- (c) receiving a request by a specific player at said remote gaming terminal to participate in at least one particular gaming event selected from said one or more gaming events;
- (d) obtaining personal information regarding said specific player from said specific player;

(e) verifying that said personal information regarding said specific player is adequate according to at least one of said one or more acceptable criteria;

(f) permitting said at least one particular gaming event to commence or continue; and

(g) subsequently repeating steps (d) through (f) after said at least one particular gaming event has commenced.

[c55] 55. The method of claim 54, wherein said subsequently repeated steps are continuously performed.

[c56] 56. The method of claim 54, wherein said subsequently repeated steps are performed at regular periodic intervals.

[c57] 57. The method of claim 54, wherein said subsequently repeated steps are performed at random intervals.

[c58] 58. The method of claim 54, wherein said personal information regarding said specific player comprises one or more visual images of the specific player.

[c59] 59. The method of claim 58, wherein at least one of said one or more visual images of the specific player is a digitized picture.

[c60] 60. The method of claim 58, wherein at least one of said

one or more visual images of the specific player is a visual image created after said receiving step.

[c61] 61. The method of claim 54, wherein said personal information regarding said specific player comprises a current geographic location of the specific player.

[c62] 62. The method of claim 54, wherein said personal information regarding said specific player comprises one or more visual images of the specific player transmitted via a cellular telephone call.

[c63] 63. A method of providing player verification for a remote gaming terminal, the method comprising:
 providing one or more gaming events at said remote gaming terminal via a first mode of communication;
 establishing one or more acceptable criteria for verifying the identity or eligibility of a player;
 receiving a request by a specific player at said remote gaming terminal to participate in at least one particular gaming event selected from said one or more gaming events;
 obtaining a visual image of said specific player from said specific player via said first mode of communication or a second mode of communication;
 verifying that said visual image is adequate according to at least one of said one or more acceptable crite-

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permitting said at least one particular gaming event to commence or continue.